

Abstract of the Disclosure

A computer implemented method simulates motion of a static 3D physical object in a static scene by first acquiring a 3D graphics model of the 3D physical object and the scene. A projector is registered with the 3D physical object, the scene and the 3D model. The model is then segmented into a plurality of parts, and each part is edited with graphics authoring tools to reflect a desired appearance and virtual motion of the part. The edited parts are rendered and projected, in real-time, as a video onto the 3D physical object and scene to give the 3D physical object and the scene the desired appearance and virtual motion.

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